WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

inside

Activision advocates the use of protective gear, including helmets and pads, by amateur athletes when skating. Be safe.
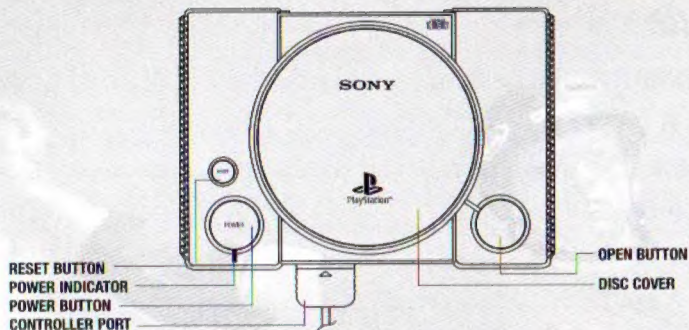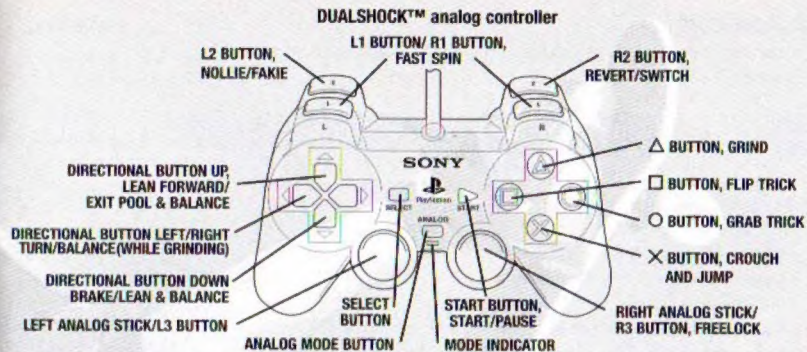
- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Tony Hawk's Pro Skater™ 3 disc and close the disc cover.
- Insert game Controller(s) and Memory card and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

GAME CONTROLS

The default Controller configuration is shown here. All references to button selection in this manual refer to the default Controller configuration.

Tony Hawk's Pro Skater™ 3 supports the DUALSHOCK™ analog controller. When ANALOG mode button is on, the left analog stick works the same as the directional buttons.

To select menu options, use the directional buttons up/down. To navigate the menu options, highlight the desired option and press the X button to accept. Screens without menus will list buttons to press at the bottom of the screen.

DUALSHOCK™ analog controller

L2 BUTTON, NOLLIE/FAKIE
L1 BUTTON/ R1 BUTTON, FAST SPIN
R2 BUTTON, REVERT/SWITCH
DIRECTIONAL BUTTON UP, LEAN FORWARD/ EXIT POOL & BALANCE
DIRECTIONAL BUTTON LEFT/RIGHT TURN/BALANCE (WHILE GRINDING)
DIRECTIONAL BUTTON DOWN BRAKE/LEAN & BALANCE
LEFT ANALOG STICK/L3 BUTTON
ANALOG MODE BUTTON
SELECT BUTTON
START BUTTON, START/PAUSE
MODE INDICATOR
△ BUTTON, GRIND
□ BUTTON, FLIP TRICK
O BUTTON, GRAB TRICK
X BUTTON, CROUCH AND JUMP
RIGHT ANALOG STICK/ R3 BUTTON, FREELOCK

GAMEPLAY CONTROLS

basic controls

- **Ollie** – Hold down the X button to crouch, release it to jump. The longer you crouch, the higher you will ollie.
- **Nollie** – Tap the nollie button (the L2 button) to move into nollie position, then hit the X button to nollie.
- **Wallride** – Press the X button to jump, then hold down the △ button when in the air near a wall, sign, building, etc.
- **Manuals** – With the directional buttons, tap up-down or down-up (nose manual) when skating or landing. The up and down directional buttons must then be used to balance.
- **Boneless** – Tap the directional buttons up-up then press the X button.
- **No Comply** – Tap the directional button up then press the X button.
- When falling from a Big Drop, press and hold the X button at impact to keep from bailing.
- Hit the Controller buttons repeatedly to get up faster.
- **Revert** – Hit the R2 button when landing a vert trick to sustain a combo.
- **Freelook** – Maneuver the right analog stick. Press the right analog stick down [the R3 button] to lock the camera and press it again to unlock it.

trick controls

• When in the air, tap the O or □ button plus a directional button to do tricks.
(Example: □ + ◯ does a Heelflip.)

NOTE: Each skater has a different trick setup. You can configure your tricks any way you like using the Edit Tricks screen.

grind controls

To grind, hold the △ button when in the air near a rail, edge or lip.

• **50-50** – When parallel to rail hold △ button.
• **Nosegrind** – Up + △ button.
• **5-0** – Down + △ button.
• **Boardslide/Lipslide** –Rotate board perpendicular to rail and hold △ button.
• **Noseslide/Tailslide**: Hold left or right + △ button. Rotate the part of the board you want to slide on into the rail.
• **Smith/Feeble** – Diagonally down + △ button.
• **Crooked/Overcrook** – Diagonally up + △ button.
• **NOSEBLUNTSLIDE** – Tap up-up + △ button.
• **Bluntslide** – Tap down-down + △ button.

### lip tricks

• To perform a lip trick, skate straight up a ramp or quarter pipe holding the △ button and either up, down, left or right on the directional buttons.

NOTE: Lip tricks vary by skater. You can configure your lip tricks in the Edit Tricks Screen.

GAME RESET

To abort a game in progress, press the **START** button to pause the game. Choose **End Run** and then choose **Quit**. You will be given the option to save. Choose **Yes** if you wish to save your progress or **No** if you don't want it saved. From here you'll be returned to the Main Menu screen.

soft reset

You can reset at any time during gameplay to the Main Menu screen by holding down the **SELECT** button, then pressing and holding the **START** button for two seconds.

MAIN MENU

Choose from the following options to begin play. Using the up and down on the directional buttons, choose the type of game you want to play. Press the ✕ button to start that game. Two Controllers must be plugged into the PlayStation® game console to play in the two-player mode.

SINGLE-PLAYER MODES

career mode

You want to open up new levels and get some better stats? Well then, Career Mode is where you need to be. Progress through the levels by completing goals and placing in competitions. As you go further you obtain stats, become a better skater, and hopefully beat the game. But are you good enough? Maybe you should stick to Tony Hawk's Pro Skater™ 2.

single session

Choose a single level and skate all out in a two-minute session in an effort to set high scores. Only one level is opened at first, The Foundry. Complete goals to unlock the other levels.

free skate

For some it's practice. For others it's life. Choose a level and skate as long as you like. Hit the obstacles over and over and over again until your tricks are ready for competition. Unlock other levels in the **Career Mode** then Free Skate them to learn the terrain.

NOTE: To save a game, be sure there's one block of free space available on your Memory card, since you can't overwrite other games' saves. To check your free memory and/or delete existing games, use the PlayStation internal Memory Card Manager. Continue Career allows you to update on the same block. One Career File can keep the progress of all the pros and three created skaters.

TWO-PLAYER AND MULTI-PLAYER MODES

graffiti

Set your own time limit then push the limits in a split-screen race to see who can nail the most tricks. Obstacles are "Tagged" with your color by tricking off them. Try to steal your friend's tags by pulling better tricks off the same object. He or she who tags the most objects wins.

trick attack

A total free-for-all to see who can skate the best lines and rack up the most points. You can run into opponents and rub their little faces into the terrain, and this time you can Trick Attack longer with the game's new variable time limits.

horse

How do you spell defeat? "H.O.R.S.E" (or the word of your choice – keep it respectable) in this one-on-one best trick contest. Nail a trick, then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, he or she gets a letter. First one to get all the letters tastes defeat.

tag

You don't want to be "It" in this game where you tag other players. When you are, you have to bust tricks to gradually cripple your opponent's stats until he or she is a sitting duck. When "It," you're on the timer. If the timer hits zero, you lose.

> **Skate Tip:**
> Uneven fight? Use the Handicap Screen to balance your skills. Pump your stats up or down, depending on which way you need to go to keep it fair.

scoring tips

Every time you repeat a trick during a run, that trick's point value will decrease. To get a top score you're going to have think about your "line" and mix up your tricks.
- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Big spins (540, 720) will net bigger scores. Use the R1/L1 buttons (default configuration) to spin faster.
- Every trick in a combo adds to your multiplier.
- Use manuals to keep your combo going across flat ground sections.
- Switch tricks are worth more and devalue separately from regular tricks.
- Nollie/Fakie tricks score more points.
- Use the revert to combo out of the vert tricks. Press the R2 button when you are about to land.

> **Skate Tip:**
> The Special Meter: Score points to fill up your Special Meter. When it's glowing yellow, your adrenaline's pumping and you'll be able to perform your special tricks.

THE GAME LEVELS

the foundry

When you are not punching in and meltin' some steel, take a tour of this wonderful foundry, complete with big ramps, lofty rails, and hydraulic presses. This is the perfect place to practice some moves and get your basic skills ready for the next level.

los angeles

Ah yes, La-la land. The place where dreams are made and cars sit in traffic. This level offers only the best Los Angeles skate locations, complete with smog and earthquake damaged highways and buildings. It's post earthquake LA friend, so do you run, or do you skate?

rio

With its incredible views and precision skating, Rio de Janeiro offers some of the best "lines" in the business. Take a tour around the telephone cable or spend time on its relaxing ramps. Anyway you skate it, Rio is always a blast.

suburbia

Did someone say Ice Cream? I certainly didn't! Take care of that truck and while you are at it, check out some of the other skate environments Suburbia has to offer. Hit the rooftop ledge grinds and the trailer park vert ramps in an effort to advance in your career as a pro skater. Who knows, if you are good enough, you may own one of these houses some day.

airport

It's a late night in the airport and it appears as though some unlucky travelers have lost their luggage. Instead of calling the airline, they just asked you to check it out. Remember, you are going there to find the lost bags, not to exploit the awesome light grinds and escalator runs. I'm serious, dude, don't screw around and grind the plane or hit any of those sweet ramps in the terminal. Oh, what's the use, have fun and don't forget, only two carry-on items per person.

skater island

True to it's name, this place is definitely an island all it's own. Here you will find the famous mini ramp snake run and huge vert ramp. Don't forget the street course and lovely beams at the top, they are perfect for everyday grinding or trying to work out that one amazing run.

canada

The Great White North, the land of the moose, Hudson Bay, and more moose. Check out the amazing mining rail system or try to get to the top of the mountain, it's cold up there. Also, take some time checking out the skatepark, I think you will agree when I say it's some of the best skating north of the United States border.

tokyo

Downtown Tokyo, the lights, the shops, the.....skating? Heck yeah the skating. Skate around this sectioned off area of town with the best of them. But remember, practice makes perfect, riders don't come to this competition level to mess around. Bring your best tricks and practice your biggest "lines" because the big boys (and girls, well, they're not big, ummmm, you know what I mean) are in town.

> **Skate Tip:**
> Nobody said being a pro is easy. To clear a level 100% get all the stat points, all the decks, and all goals in that level. In competitions, you must get a gold medal, the deck and all the stat points.

THE PROS

Tony Hawk's Pro Skater™ 3 reads like the Who's Who of professional skateboarding. For rider's skill ratings, check in the game or online at www.activision.com.

tony hawk

Depending on whose house you were checking, Tony Hawk's been a household name for over twenty years. But it's really his last half-decade of contest winning and 900 spinning that have tattooed HAWK on the foreheads of our youth. A trailblazer in the effort to bring skateboarding to the ends of the world, Tony has become an icon for a generation of kids sorely needing one. Through the invention of countless tricks, his seemingly limitless potential, and a sense of grace and class that follows behind his quickly-moving self, Tony Hawk soars.

steve caballero

One of a select few, this "Godfather of Modern Skateboarding," helped define just what it means to be a professional skateboarder, pioneering this modern era of technical skating with innovations like his namesake fakie ollie 360 – the Caballerial. With the energy of a teenager and the sophistication of a man who has made his own way, Cab is a year-round skater who teaches by example. He rides every terrain – street, vert, and parks – with the skill and passion of a master.
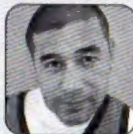
kareem campbell

An ideal combination of both East and West coast sensibilities, Kareem Campbell is not a bridge joining an equal-but-opposing geo-cultural issue, he's just an authentic skater. Born and raised in real cities, his skate-life come-up led Kareem to develop an urban foundation to his skateboarding. Not by design, but rather out of necessity, his metro-style is a well-honed version of what the rest of the world's street dwellers hope to someday attain: smart, real, and smoothed out – without the R&B.

rune glifberg

An O.G. Dane enduring the climes of sunny So.Cal, Rune Glifberg's been known to phone home using ubiquitous digital technology. His extra-terrestrial power-style has led him to the podium of many a vert contest, but he's surprisingly well versed in all of the undisciplined disciplines of modern skating – parks, pools, streets, and, of course, whatever. Pinching bits and pieces of experience from all terrain has made Rune one of the most versatile skaters of the day. Rune has shown that street, vert, or otherwise, it is possible to be at home no matter where one may be in the world.

eric koston

The clean-bean ideal of an Everyskater, Eric Koston has quietly become skateboarding's most influential front-row cheerleader for the Los Angeles Lakers. Tirelessly supporting his home team to a dominating NBA Championship two-peat, Eric has also managed to evolve his smooth, consistent, and innovative skateboard skills to the point that young fans everywhere are abandoning their dreams of crossovers and three pointers in hopes of someday nailing fifteen-stair backside noseblunt slides, "Just like Koston."

bucky lasek

Bucky Lasek is an excitable twenty-something who, once emerging from the long shadow cast by his friend and mentor Tony Hawk, proceeded to destroy any sitcom sidekick preconceptions by cranking out his own style of beyond-the-boundaries vert skating. Bucky caries along with him a weighty satchel of trickiness that includes above-the-lip flips and twists and a laundry list of tech coping sorcery.

rodney mullen

Rodney Mullen birthed today's street tech. Period. An icon among idols, he's the man who freestyled many of the moves today's freshest pros use as a foundation for their own progressive skating. Flat ground ollies, 360 flips, and ollie impossibles were all made manifest by the critical thought and problem solving of this tenured Prof. of skateboard conceptualism.

chad muska

With a nod to the past manifested in Muska Style, be it his deck designs or his daring 'dos, this heroic skater proudly represents today's new breed of renaissance professional skateboarders. This customized sled shredder is known not only for his breathtaking leaps and bounds on board, but his other-level self promotion – demoing, music making, and palm pressing like the tireless public figure he's built himself into. Still, Muska has and always will be respected for fearlessly testing the physical bounds of real-deal street skating with the best very of them.

andrew reynolds

Bringing a precise lank and stomp to the sometimes flailing world of big-drop street skating, Andrew Reynolds' "make it or break" it tendencies are powered by his willingness to throw his six-foot frame from heights that make limping crybabies out of lesser men. Powered by invisible springs and kept upright with hidden gyroscopes, Reynolds represents skateboarding's ultimate fighting machine – declassified and unleashed on the planet in hopes of keeping our streets free of ticky-tack mediocrity.

geoff rowley

An explosion of over-the-top activity has elevated Geoff Rowley from excellent skater to skateboarding's par excellence. Consistently operating above the also-rans in the non-competitive competition that defines real skateboarding, this re-located Brit has paid his fair share of dues whilst unceremoniously being dubbed the official holder of the title, King Assassin of Unsuspecting Rails and Double Sets. And that's official.

elissa steamer

Truly a skater's skater, Elissa Steamer hasn't made her name in professional skateboarding as a flag waving "first female," but as a no-nonsense skater with a sick desire to learn, progress, and rise above even her own preconceptions of what can be done on-board. Taking her lumps and paying her dues along with the rest of the pro field, she's altered the testosterone-soaked landscape of skateboarding by refusing to lower herself to the level of gender debates and instead choosing to just shut up and skate.
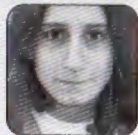
jamie thomas

Coming up quick on fifteen years of serious skateboarding, Jamie Thomas still wakes up everyday thinking, living, and breathing his leap-of-faith style skating – and shows no sign of easing up any time soon. With a drive strong enough to motivate his mind over what really matters, Thomas can often be found speeding through immense handrail and gap situations leaving in his wake the shredded conceptions of where skateboarding can be shoved for the sake of "How far?" and "How high?"

bam margera

Bam Margera is both lightning bolt and lightning rod – snapping necks with his unrestrained Pennsylvania-grown skate style, and harnessing the energy of his own massive discharge by video taping literally every waking moment of his practical-joker lifestyle. For skaters, he's a hilariously talented breath of fresh air in the form of seriously non-serious, and for the rest of the planet who knows him simply as "The jackass who skates," he's the bad example that everyone wants to follow. Perfectly shocking.

CREATE-A-SKATER

It's time to create your own legend (or legends). Go to the Create Skater menu and build a custom character from scratch. To build a lineup, go into the Roster Screen where you can create up to three custom skaters. All skaters in the roster are available in all game modes, and you can edit an existing skater in your slots or import a skater from a different save file into a slot in your game.

personal menu and appearance

This is your pro, and it's up to you to give him a name, hometown, stance (goofy or regular), specialty (vert, street or all-around) and weight. From here, set up your look—skin tone, head style, cap color (if you wear one), torso style, logos, tattoos, shirt color, pants colors, shin/socks and shoes—in the Appearance Menu.

stats

Stats increase your skater's performance. There are 10 stats for each skater, both pro and created.

- **Air** – Affects the boost you get when you air on a quarterpipe.
- **Hang Time** – Affects the length of time you stay in the air.
- **Ollie** – Affects your ground jump height.
- **Speed** – Affects your flat ground speed.
- **Spin** – Affects the speed at which your character rotates. Max it out if you want to spin 720's or 900's.
- **Landing** – Affects how easy it is for you to nail big drops.
- **Switch** – Determines how well you skate when you are skating switch. When maxed out to 10, the skater should be equally skilled regular and switch.
- **Rail Balance** – Affects your ability to balance on rails. the only way for me
- **Lip Balance** – Balance for lip tricks. The higher the stat, the longer you can tweak lip tricks and the more points you can score.
- **Manual Balance** – The higher the value, the easier you will be able to balance manuals.

> ### Skate Tip:
> In Career Mode additional stat points can be found until your character is up to all tens in every category and ready to rule the pro circuit. In other words, finding stats gets you skills, brother.

NOTE: Activision Customer Support cannot troubleshoot user-made skaters (CREATE SKATER MODE) or user-made tricks (EDIT TRICKS MODE).
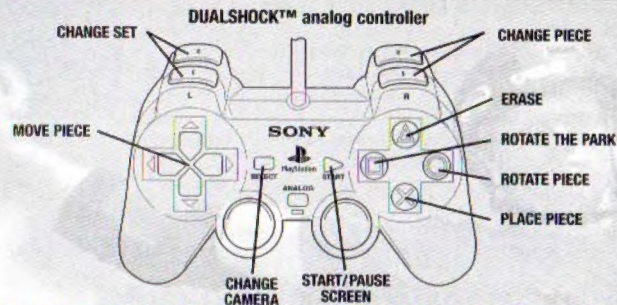
EDIT TRICKS

Tricks are divided in groups: Flip Tricks, Grab Tricks, Lip Tricks and Specials. Once a category is selected, you'll see a list of button combos. Select the button combo you wish to configure and a list of available tricks will pop up. You can modify almost every aspect of your Trick Set until it suits your riding style.

the skateshop

Once you have collected new decks in career mode, come here to pick them out. Each pro has ten decks to choose from; once they are open, created skaters can use them as well.

3D REAL-TIME SKATEPARK EDITOR

DUALSHOCK™ analog controller

CHANGE SET

CHANGE PIECE

MOVE PIECE

ERASE

ROTATE THE PARK

ROTATE PIECE

PLACE PIECE

CHANGE CAMERA

START/PAUSE SCREEN

Become the sick skatepark architect you always knew you could be with our new 3D Real-Time Skatepark Editor. It's one of the most advanced level editors ever created, letting you use ramps, rails, pools, funboxes, obstacles and quarter pipes to create dreamparks in real-time. Go big, rotating and stacking pieces any way your twisted mind desires. You'll never run out of levels to ride.

NOTE: Activision Customer Support cannot troubleshoot user-made skateparks.

basic controls

To move selected pieces around your park, use the directional buttons. The O button rotates the pieces and the X button places them down. The △ button will erase any pieces intersecting with the current piece.

changing pieces

The L1 and L2 buttons allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left-hand corner of the screen. Once you've selected a category, the R1 and R2 buttons scroll you through the pieces available in that category.

categories and pieces

What you want, we got, including:
- **Gap Tool** – (see next page).
- **Risers** – Raise the floor not the roof.
- **Quarter Pipes** – Two sets to choose from.
- **Rails** – Center and edge rails for extra grind.
- **Walls** – Ride them if you can.
- **Stairs** – Ankle busta mecca, many with rails.
- **Pools** – Construct your own or select pre-made versions.
- **Kickers** – Launch yourself off ramps galore.
- **Benches** – Go to school on benches and tables.
- **Misc** – High walls, roll-ins, signs, foliage, floors.

other controls

- The □ button will rotate the entire park in 90 degree increments. Select will change the current camera view. Start will bring up the Park Editor Menu.
- The SELECT button will change the current camera view. Hold the SELECT button and use the directional buttons to rotate the camera.
- The START button will bring up the Park Editor Menu.

THE MENU

new park

Allows you to start over and change the size of your park. The default park size is 24 x 24, but five different dimensions can be selected.

set theme

There are four themes to choose from, and the Theme can be changed at any time. It will not erase or affect the layout of the park.

pre-made parks

Allows you to load a pre-built park included with Tony Hawk's Pro Skater™ 3. You can learn a lot about park layouts by looking at the included parks and can erase and rebuild parts of them.

save

Save your park to a Memory card. The name you save under will become the name of your park.

load

Load a saved park from a Memory card.

test play

Places you in your created park with the last character you played as.

> **Park Tip:**
> To select a different character or to play in a different mode, first save your park. Then quit to the main menu, select your preferred mode and character, and when you get to the Level Select, your park should be accessible (except in Career Mode).

A FEW SPECIAL PARTS

risers

Place these building blocks down then place other pieces on top. Use risers to raise the floor or to create hard-to-reach portions of your skatepark.

restarts

The green object marked "1" is the one player restart. This piece will mark the starting point for player one. Only one can be placed in a level. If you try to place a second P1 restart, the first one will be moved to the new location. The player 2 restart works the same way; it marks where the second player will start in a multiplayer game. HORSE restarts mark the starting positions in a HORSE game. The player 1 restart also doubles as a HORSE restart. Only six HORSE restarts can be placed in a level.

mind the gap

A gap is a difficult jump or maneuver, which deserves extra points, over a spot. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything—a jump from one ramp to another, transition across two quarterpipes far away, grinding a long, kinked rail, or even manualing across a particularly tough table. Only 10 gaps can be placed in a level.

creating gaps

Gaps always link two objects together. In the editor, use the Gap Tool to select the first piece involved in the gap (it will flash blue). Then select the second piece to complete the gap. Both objects will be shaded blue to show that they're linked. This will automatically bring up the gap menu.

THE GAP MENU

In the gap menu you can edit nearly any aspect of the gap you've created. You can name it and set its score. The gap's name is shown in the text at the bottom of the screen when a player completes the gap in the game.

You can always get back to the gap menu by placing the gap tool over a piece shaded blue and pressing the ✕ button.

You can erase a gap by placing the gap tool over a piece involved in the gap (and shaded blue) and pressing the △ button. This will remove both sides of the gap.

gap type

There are multiple Gap types to choose from:
- **AIR GAP:** Select an area that a skater must jump over.
- **RAIL GAP:** Select a rail that a skater must grind over.
- **MANUAL GAP:** Select an area that a skater must manual through.
- **WALLRIDE GAP:** Select a special area that a skater must wallride over.

adjust gap

Advanced users can fine tune gaps by rotating or scaling both sides of the "gap grid." The gap grid is shown in wireframe. To get a gap in the game, the player must jump through both gap grids. Set them up any way you like.

OPTIONS MENU

player 1&2 controls

Use the left/right and up/down directional buttons to customize your Controller setup.

vibration

Toggles DUALSHOCK™ analog controller vibration on or off.

auto kick

Selection *On* for automatic acceleration of your skater. Select *Off* for manual acceleration. If turned off, use the □ button to kick.

sound level

Sound FX Volume: Use the left/right directional buttons to adjust the sound effect volume.

music level

Use the left/right directional buttons to adjust the music volume.

NOTE: If music is set to 0, the game's soundtrack will be substituted with ambient sound effects.

movies

Unlock videos as you go. Get three medals and you've got yourself a movie. Footage includes highlights from each pro and some special bail sessions.

cheats

???? What, you think we're going to give them away? You'll have to figure these out on your own, or truly cheat and get a magazine that lists them for you.

high scores

If you don't understand high scores, you need a better skate helmet.

gap checklist

A handy listing of all the Gap Bonuses in the game. Are you good enough to find them all?

display options

Trick Tips: Select *On* to view helpful pop-up hints during gameplay. *Off* turns them off. (Surprising, isn't it?)

score display

Select *On* to view your tricks as you pull them off. *Off* removes the display.

credits

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